

I'M IN A BEDROOM BUT IT'S NOT MINE.

WHERE AM I?

WHERE ARE MY CLOTHES?

...WHO AM I?

Ambush; oddity is invisible/hostility. Can I dodge the blow?

1d + 1 out of Brilliant + 1 out of Reserve. 1 5 6. The 6 says yes; I put it back into Brilliant. I discover "Sharp Ears 1" and I'm "Grazed -1".

I throw myself aside as a dagger of ice, wielded by an unseen hand, hisses through the spot where I was, grazing my arm.

Dramatic Move; show something awful off-screen.

There's a line of blood, sticky and dark, on the floor, running out from under the closed door.

Can I tackle the assassin?

1d + 1 Sharp Ears + 3 Reserve. 2 1 3 4 3. A 4; I choose success at a cost, with five bad dice.

I lunge into the invisible assassin, taking us both to the floor. The blade slices across my palm and gouges my arm.

Bleeding -3 and Injured arm -2. Can I hit him accurately enough to knock him out?

1d + 3 Brilliant + 4 Reserve, all of it. 1 4 2 4 1 6 5 4. The highest, the 6, drops by 5 from penalties. I read the 5 as "yes", but that's five more bad dice. Injured ribs -3, injured arm worsens by 2 to -3, bruised hand -1.

The three good dice, the 4s, go into Fisticuffs.

I plant a fist as hard as I can right where I hope his face is. The edges of my vision are going black, and I'm dizzy, and —

WHY IS SOMEONE TRYING TO KILL ME?



You have **Amnesia** -3 and **Seize Fate** 0.

Roll a *Starting Trait* at 3.

You have 7 Reserve dice.

Roll a *Location*, two *Keywords for Setting Scenes*, and an *Action*. Describe how you wake.

WHAT HAPPENS NEXT

Roll an *Interrupt* and *Oddity*.

Frame a question about what you do.

You get one die just for trying.

You can move dice from one suitable Trait to the pool.

You can move dice from your reserve to the pool.

Roll your pool; these dice are in play.

RESOLVING THE ROLL

If negative Traits apply, subtract them from the highest die, down to 1. Carry extra over to the next highest, and so on.

Pick one die to answer the question.

6 You get the answer you want.

2-5 Choose: you get the answer you want, but there's a minor complication OR you don't get what you want but there's an upside.

1 You don't get the answer you want and there's a major complication.

DISPOSE OF THE DICE

If the answer is a 6 or there's an upside, move the answer die into a positive Trait.

If it's a 1 or there's a minor complication, move the answer die into a negative Trait.

On a major complication, add two extra 1s to the dice in play and add a die to your reserve. Roll an *Interrupt*.

Move any remaining dice in play into loosely appropriate Traits, using the fiction as a guide. If a die is 4+, reveal or boost a positive Trait, 3-, a negative one.

Traits cap at 3, except **Seize Fate**, which can hold 6.

Narrate the outcome, then roll a *Dramatic Move* and frame a new question...

TRAITS

Traits can be anything from attributes and skills to events or relationships.

Create Traits as they are discovered in the fiction. Look for chances to reveal and relate.

You may raise **Seize Fate** once per scene.

Reduce a negative Trait by one after you apply it if you can explain how it wasn't that bad or is getting better.

Reduce Traits if the fiction requires it.

STARTING TRAITS

1	quick	4	deadly
2	brilliant	5	skilled
3	determined	6	lucky

INTERRUPT

1	ambush	4	proposal
2	alarm	5	assault
3	explosion	6	Conflict

ODDITY PART A

1	inexplicable	4	forced
2	vicious	5	unexpected
3	invisible	6	out of place

ODDITY PART B

	1	2	3	4	5	6
1	movement	stigmata	whispering	shadows	bullies	hysteria
2	nightmare	thing	vertigo	scent	echo	hallucinate
3	attraction	blood	wind	action	flashback	time
4	static	hostility	lights	attack	cold	vibe
5	fire	water	gears	death	knife	thump
6	blow	weather	illusion	touch	noise	emotion

BLANK SLATE
is by Tam H.

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Inspired by
One Eye Open
Apocalypse World
6 Hours to Midnight
Swords Without Master

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When your negative Traits total more than twice your positive, mark down each time you don't get what you want.

If you have three marks, your memory is lost. Don't reduce **Amnesia** again, and subtract **Amnesia** from **Seize Fate**.

SCENES

Set the scene using tables; include an *Oddity*.

Each scene, use at least one Trait that you haven't before.

When you don't know what's next, roll a *Dramatic Move*.

When you run out of reserve, end on a bad note.

Start the next scene under duress and refill your reserve at the start of it.

REMEMBERING

When **Amnesia** is reduced, remember a *Missing Piece*.

The first time it hits 0, set it back to 3 and roll an *Escalation* and a *Keyword to End Things*.

The second time, begin the denouement. Roll a *Big Reveal* and a *Keyword to End Things*. Escalate. Tie threads back together.

End the game after this scene or one more, your choice.

MISSING PIECES

1-2	name	mistake	job	parent	face	mentor
3-4	lover	duress	goal	mission	child	weapon
5-6	gear	regret	past	home	pet	breakfast

DRAMATIC MOVES

-3	1	Put someone in a high-stakes or compromising position.
	2	Reveal an unexpected danger or cost.
	3	Hurt someone or threaten to.
	4	Tempt or provoke a reaction.
	5	Take something or someone away.
	6	Expose a weakness or past mistake's consequences.
4+	1	Use the hero's Traits against them.
	2	Turn the hero's action or intent back on them.
	3	Show something awful off-screen.
	4	Bring in someone interesting with an agenda.
	5	Show a new facet of or drawback to the hero's assets.
	6	Offer a hard bargain or an unpalatable choice.

CONFLICT

1	brawl	gauntlet
2	duel	emotional
3	demand	court
4	race	hunt
5	trap	lurker
6	social	mental

ENEMY

1	powerful	banned
2	rival	noble
3	natural	mob
4	self	connected
5	ex-lover	patient
6	hidden	cunning

PERSON

1	noble	assassin
2	spy	tinker
3	soldier	medic
4	expert	student
5	scholar	hunter
6	artist	socialite

POSITIVE TRAITS

1	1-2	well-educated	3-4	well-traveled	5-6	artistic talent
	2	thief or spy		expert in field		seer or prophet
	3	world class athlete		trained warrior		hardy
	4	old flame		seductive		notable escapade
	5	secret ally		renowned surgeon		royalty
	6	killed someone notable		fought in a war		built business

NEGATIVE TRAITS

1-2	trick knee	freezing	bleeding
3-4	phobia	broken rib	exhausted
5-6	hungry	staggered	sprain

EMOTIONS

1-2	sarcasm	honesty	trust
3-4	terrified	vengeful	lash out
5-6	angry	deceptive	desire

NEUTRAL TRAITS

1-2	cold	hot	brooding	aggressive	cautious	bold
3-4	sad	joyful	serious	jolly	dark	light
5-6	grim	manic	caustic	genuine	deceitful	true

MO TIVE

1	greed
2	revenge
3	desire
4	good
5	pity
6	love

INI TIALS

1	R	M
2	S	G
3	T	P
4	L	C
5	N	A
6	E	J

INTERRUPT

1	bribe	4	seduction
2	shout	5	betrayal
3	slap	6	Escalation

SEIZE FATE

Spend **Seize Fate** to bring dice into play as usual.

In the final scene you may also spend it on *Outcomes*; otherwise the fiction decides.

ESCALATION

1	bigger plot revealed
2	victory; it's not real
3	knife in the back
4	bad guy planned it all
5	real bad guy revealed
6	roll a <i>Big Reveal</i>

A DIFFERENT ANGLE

Replace **Amnesia** with a measure like **In the Dark** or **Threatened**. **Seize Fate** becomes **Victory** or **Discovery**.

Missing Pieces becomes *Clues*.

ORACLE

For guidance, frame a question and roll to answer. Discard the answer die.

If you use a Trait or Reserve, resolve as usual instead.

BIG REVEAL

1	major character dies	they're not who you thought
3	story within a story	this is not the end
3	you had it all along	you're not who you thought
4	it was all a lie	you are betrayed
5	subplot is now crucial	it's all your fault
6	bigger enemies arrive	reversal of circumstances

LOCATIONS

1	afloat	on an island	in the jungle
2	a damp dungeon	a secure cell	a dingy hotel room
3	a crowded ballroom	a luxurious bedroom	a mansion's balcony
4	the trunk	a plane's cockpit	cargo ship's hold
5	a sterile lab	a coffin-like box	an observation room
6	a hospital room	an abandoned ancient city	the catacombs

ACTION

1	exclude	resist	demand
2	hide	pursue	challenge
3	obsess	endure	attack
4	confront	obscure	betray
5	deny	deceive	reveal
6	enjoy	flee	crush

DURESS

1	pain
2	imprisonment
3	beating
4	interrogation
5	force service
6	threats

OUTCOMES

1	you (or an ally) survive
3	you (or an ally) win a goal
3	an enemy is killed

Outcomes may be literal or figurative; interpret in context of the fiction.

KEYWORDS FOR SETTING SCENES

1	capture	revenge	water	want	envy	self-interest
2	ice	hatred	jealousy	love	hope	despair
3	rage	fire	fear	time	history	dominance
4	attack	defense	magic	resist	pain	malice
5	scheme	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

KEYWORDS TO END THINGS

1-2	mutant	mythos	construct	death	magic	last chance
3-4	symbiont	afterlife	dream	guardian	demon	experiment
5-6	undying	top secret	blood	old gods	vampire	skinchanger